

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A game system which performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms display images of the three-dimensional objects on a projection plane of a viewpoint coordinate system, comprising:

a storage unit for storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices;

a coordinate conversion unit for reading out the data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and the data of a predetermined plurality of perspective conversion matrices different from each other from the storage unit, and for performing perspective projection conversion of each of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a predetermined plurality of sets of converted vertex coordinates of the plurality of polygons defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

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an image processor for forming display images of all of the predetermined plurality of three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the coordinate conversion unit comprises:

a unit for fixing the data of the vertex coordinates of the plurality of polygons read out;

a unit for newly reading out data of another predetermined a plurality of perspective conversion matrices different from each other from the storage unit instead of the data of the predetermined plurality of perspective conversion matrices already read out; and

a unit for performing the perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of the perspective conversion matrices newly read out.

2. (Cancelled)

3. (Currently Amended) A game system according to claim 1, wherein the newly reading unit repeatedly reads out the data of the predetermined plurality of perspective conversion matrices.

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4. (Currently Amended) A game system which performs perspective projection on conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms a display image of the three-dimensional objects on a projection plane of a viewpoint coordinate system, comprising:

a storage unit for storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices;

a transfer unit for transferring the data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and the data of a predetermined plurality of perspective conversion matrices different from each other from the storage unit;

a coordinate conversion unit for receiving the transferred data and for performing perspective projection conversion of each of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a predetermined plurality of sets of converted vertex coordinates of the plurality of polygons defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

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an image processor for forming display images of all of the predetermined plurality of three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the transfer unit comprises a unit for newly transferring only data of another predetermined the plurality of perspective conversion matrices different from each other after transferring the data of the vertex coordinates of the plurality of polygons and data of the predetermined a plurality of perspective conversion matrices different from each other, and

wherein the coordinate conversion unit comprises a unit for fixing data of the vertex coordinates of the plurality of polygons transferred, and a unit for performing perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices newly transferred.

5. (Cancelled)

6. (Currently Amended) A game system according to claim 4, wherein the newly reading unit repeatedly reads out the data of the predetermined plurality of perspective conversion matrices.

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7. (Currently Amended) A display image forming method performed by a game system which performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms a display image of the three-dimensional objects on a projection plane of a viewpoint coordinate system, the method comprising the steps of:

storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices;

reading out the data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and data of a predetermined plurality of perspective conversion matrices different from each other from the storage unit, and performing perspective projection conversion of each of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a predetermined plurality of sets of converted vertex coordinates of the plurality of polygons defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

forming display images of all of the predetermined plurality of three-dimensional objects of an identical shape at different positions on the projection

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plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the step of performing the perspective conversion comprises the steps of:

fixing the data of the vertex coordinates of the plurality of polygons read out;

newly reading out data of another predetermined a-plurality of perspective conversion matrices different from each other from the storage unit instead of the data of the predetermined plurality of perspective conversion matrices already read out; and

performing the perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of the perspective conversion matrices newly read out.

8. (Currently Amended) A display image forming method performed by a game system which performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms a display image of the three-dimensional objects on a projection plane of a viewpoint coordinate system, the method comprising the steps of:

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storing at least data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and data of the perspective conversion matrix;

transferring the data of the vertex coordinates of the plurality of polygons and data of a predetermined plurality of perspective conversion matrices different from each other from the storage unit;

receiving the transferred data and performing perspective projection conversion of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a plurality of sets of converted vertex coordinates of the plurality of polygons defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

forming display images of all of the predetermined plurality of the three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the step of transferring comprises a step of newly transferring only data of another predetermined the plurality of perspective conversion matrices different from each other after transferring the data of the vertex

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coordinates of the plurality of polygons and data of the predetermined a plurality of perspective conversion matrices different from each other, and

wherein the step of performing perspective projection conversion comprises the steps of fixing data of the vertex coordinates of the plurality of polygons transferred, and performing perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices newly transferred.

9. (Currently Amended) A computer-readable storage medium carrying a game program executed in a game system which performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms a display image of the three-dimensional objects on a projection plane of a viewpoint coordinate system, the game program controls a computer in the game system to function as:

a storage unit for storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices;

a coordinate conversion unit for reading out the data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and data of a predetermined plurality of perspective conversion matrices

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different from each other from the storage unit, and for performing perspective projection conversion of each of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a plurality of sets of converted vertex coordinates of the plurality of polygons defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

an image processor for forming display images of all of the predetermined plurality of the three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates wherein the coordinate conversion unit comprises:

a unit for fixing the data of the vertex coordinates of the plurality of polygons read out;

a unit for newly reading out data of another predetermined plurality of perspective conversion matrices different from each other from the storage unit instead of the data of the predetermined plurality of perspective conversion matrices already read out; and

a unit for performing the perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of the perspective conversion matrices newly read out.

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10. (Cancelled)

11. (Currently Amended) A medium according to claim 9, wherein the newly reading unit repeatedly reads out the data of the predetermined plurality of perspective conversion matrices.

12. (Currently Amended) A computer-readable storage medium carrying a game program performed by a game system which performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms a display image of the three-dimensional objects on a projection plane of a viewpoint coordinate system, the game program controls a computer in the game system to function as:

a storage unit for storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices;

a transfer unit for transferring the data of the vertex coordinates of the plurality of polygons constituting a single three-dimensional object and data of a predetermined plurality of perspective conversion matrices different from each other from the storage unit;

a coordinate conversion unit for receiving the transferred data and for performing perspective projection conversion of the vertex coordinates of the

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plurality of polygons by using each of the predetermined plurality of perspective conversion matrices at the same time to thereby produce a predetermined plurality of sets of converted vertex coordinates of the plurality of polygons

defining a predetermined plurality of three-dimensional objects, each set of the plurality of sets constituting a single three-dimensional object; and

an image processor for forming display images of all of the predetermined plurality of the three-dimensional objects of an identical shape at different positions on the projection plane of the viewpoint coordinate system at the same time based on the plurality of sets of converted vertex coordinates,

wherein the transfer unit comprises a unit for newly transferring only data of another predetermined the plurality of perspective conversion matrices different from each other after transferring the data of the vertex coordinates of the plurality of polygons and data of the predetermined a plurality of perspective conversion matrices different from each other, and

wherein the coordinate conversion unit comprises a unit for fixing data of the vertex coordinates of the plurality of polygons transferred; and a unit for performing perspective projection conversion of each fixed data of the vertex coordinates of the plurality of polygons fixed by using each of the predetermined plurality of perspective conversion matrices newly transferred.

13. (Cancelled)

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14. (Currently Amended) A medium according to claim 12, wherein the newly reading unit repeatedly reads out the data of the predetermined plurality of perspective conversion matrices.

15. (Currently Amended) A game system according to claim 1, wherein the coordinate conversion unit performs the perspective projection conversion to produce the predetermined a plurality of images of three-dimensional objects by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

16. (Currently Amended) A game system according to claim 4, wherein the coordinate conversion unit performs the perspective projection conversion to produce the predetermined a plurality of images of three-dimensional objects by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

17. (Currently Amended) A display image forming method according to claim 7, wherein the perspective projection conversion is performed to produce the predetermined a plurality of images of three-dimensional object; by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

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18. (Currently Amended) A display image forming method according to claim 3, wherein the perspective projection conversion is performed to produce the predetermined a-plurality of images of three-dimensional objects by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

19. (Currently Amended) A storage medium according to claim 9, wherein the coordinate conversion unit performs the perspective projection conversion to produce the predetermined a-plurality of images of three-dimensional objects by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

20. (Currently Amended) A storage medium according to claim 12, wherein the coordinate conversion unit performs the perspective projection conversion to produce the predetermined a-plurality of images of three-dimensional objects by using the same set of the vertex coordinates of the plurality of polygons and the different perspective conversion matrices.

21. (Currently Amended) A game system according to claim 1, wherein by performing perspective projection conversion of each of the vertex coordinates of the predetermined plurality of polygons by using each of the plurality of

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perspective conversion matrices, the predetermined a plurality of the conversion matrices are used at the same time.

22. (Currently Amended) A game system according to claim 4, wherein by performing perspective projection conversion of each of the vertex coordinates of the plurality of polygons by using each of the predetermined plurality of perspective conversion matrices, the predetermined a plurality of the conversion matrices are used at the same time.